

Rangemaster Friday Night League  
(02-12-10)

| Shooter          | ST 1        | PD | ST 2        | PD | ST 3        | PD | ST 4        | PD | ST 5        | PD | ST 6        | PD | TPD      | TOTAL        |
|------------------|-------------|----|-------------|----|-------------|----|-------------|----|-------------|----|-------------|----|----------|--------------|
| Randy Richardson | 6.34        | 0  | 4.79        | 0  | <b>5.05</b> | 0  | 7.98        | 1  | <b>8.60</b> | 1  | <b>4.17</b> | 1  | 3        | <b>36.93</b> |
| Tony Pierce      | 5.40        | 2  | 5.05        | 0  | 7.83        | 0  | 9.74        | 0  | 8.95        | 1  | 6.02        | 0  | 3        | 42.99        |
| John Parker      | 5.16        | 3  | <b>3.73</b> | 1  | 7.66        | 0  | 10.63       | 3  | 11.23       | 0  | 5.76        | 3  | 10       | 44.17        |
| Jerry Culp       | <b>3.49</b> | 0  | 4.29        | 1  | 7.48        | 0  | 9.88        | 1  | 9.00        | 5  | 10.20       | 3  | 10       | 44.34        |
| Will Phillips    | 3.98        | 0  | 5.87        | 1  | 6.66        | 0  | 9.07        | 2  | 14.43       | 7  | 6.41        | 3  | 13       | 46.42        |
| David Benefield  | 4.99        | 0  | 5.92        | 0  | 8.55        | 0  | <b>7.92</b> | 0  | 11.10       | 4  | 10.14       | 5  | 9        | 48.62        |
| Ladd Dilworth    | 5.55        | 0  | 5.12        | 0  | 7.72        | 0  | 11.07       | 2  | 8.82        | 1  | 10.89       | 1  | 4        | 49.17        |
| Brenton Lavers   | 5.65        | 0  | 4.67        | 0  | 7.14        | 0  | 11.04       | 1  | 15.60       | 4  | 5.10        | 1  | 6        | 49.20        |
| Mike Birdsong    | 7.61        | 0  | 4.66        | 1  | 7.44        | 0  | 8.90        | 1  | 16.17       | 10 | 6.56        | 3  | 15       | 51.34        |
| Dwight Weaver    | 4.17        | 0  | 7.14        | 2  | 5.83        | 0  | 10.22       | 0  | 16.62       | 7  | 8.31        | 6  | 15       | 52.29        |
| Steve Torelli    | 4.79        | 0  | 7.26        | 6  | 6.85        | 0  | 9.89        | 1  | 16.58       | 0  | 6.94        | 1  | 8        | 52.31        |
| Jeff Muse        | 7.82        | 1  | 5.44        | 1  | 7.05        | 0  | 10.55       | 4  | 14.67       | 10 | 7.88        | 6  | 22       | 53.41        |
| Chris Hopkins    | 5.57        | 0  | 6.73        | 2  | 10.87       | 0  | 10.57       | 0  | 13.60       | 0  | 8.19        | 0  | <b>2</b> | 55.53        |
| Dave Chandler    | 7.30        | 2  | 4.32        | 0  | 7.74        | 0  | 15.00       | 1  | 15.65       | 0  | 7.38        | 0  | 3        | 57.39        |
| Mike Holt        | 6.03        | 0  | 6.99        | 4  | 10.14       | 0  | 12.49       | 0  | 12.28       | 0  | 9.52        | 1  | 5        | 57.45        |
| Anita Hopkins    | 7.44        | 0  | 7.83        | 1  | 14.03       | 0  | 12.74       | 3  | 24.25       | 7  | 11.38       | 5  | 16       | 77.67        |

Our Customer Satisfaction Motto:

**"Were Not Happy Unless Your Not Happy"**

**Stage 1: Parking lot**

Four bad guys with two in the middle, one of which is holding a hostage at 3 yards. Move and draw, one to each head in the middle and 2 to each body on the bad guys right and left.

**Stage 2: Gun Play**

You are accosted by 4 bad guys. At the buzzer, knock the gun out of center mans hands, move and draw and shoot each perp with 2 shots each.

**Stage 3: Air Marshall Speed Test**

5 bad guys 2 feet apart across a straight line. From 5 yards, draw and put 2 on each target as fast as possible. Perform an emergency reload along the way. Anything on the -3 zone counts for 0. Anything outside is 5 points down.  
10 shots max

**Stage 4: Double knock down**

You turn around and 4 guys are attacking. As you draw, one hits you in the face as you push him back with your support hand. You drop your gun and the mag pops out. Put empty gun and full mag on ground with slide closed.  
At buzzer, move back 3 yards across line, then move forward and pick up gun and load and shoot 4 targets, 2 each.

**Stage 5: Walk on the farm, "At Night"**

While walking on the farm at night you are approached by 3 escapees from the supermax jail. In low light you must use your own flashlight and shoot 3 bad guys 3 times each with strong hand only. (Low Light)

**Stage 6: Turn around - knock down.**

You are taking out the garbage and as you approach the can, you hear a threat to your life. You turn around to find 4 guys. One is at extreme close quarters. You knock him down and draw while moving and put 3 in each of the other 3.  
The man on the ground surrenders. (Low Light)